FAB FREE FESTIVE GIFT!

sonic the comic

No.14 NOVEMBER 27th 1993
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring
SONIC THE HEDGEHOG

THE SONIC XMAS DECO!

PUT A SUPERSTAR ON YOUR CHRISTMAS TREE!

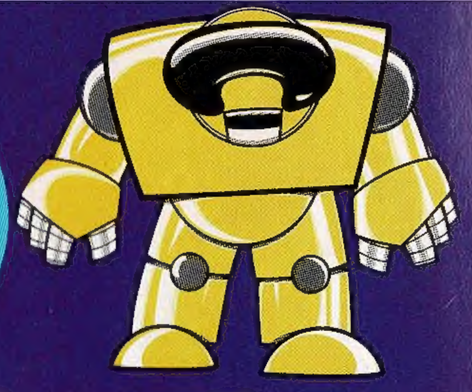
PLUS! ECCO THE DOLPHIN

ON JURASSIC BEACH!

9 770969 304013 47

FREE GIFT MISSING?
ALERT YOUR NEWSAGENT NOW!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Feeling festive yet? We're just weeks away from the Season of Goodwill To All (except Dr Robotnik!) and STC is starting to party. To prove it, this issue we're making sure each and every one of you has a totally cool Yule with the **Sonic Xmas Deco** ('decoration' to you saddos). That's right, down with fairies, elves, stars, etc., there's only one star that should be at the top of any tree - Sonic The Hedgehog!

We've got even more gifts! How about copies of the latest **Sonic** novels and a great book of Mega Drive Power Tips? There are 60 of these fantastic Virgin books up for grabs. Look for the easy-to-enter freebie elsewhere in this issue and watch out for another fab, prize-packed compo in STC 15.

Always popular this time of year - and any time of year - STC's mega-brilliant comic strips. Join **Sonic, Ecco**, **Decap Attack,** and **Golden Axe** in stories that take you to the next level of excitement.

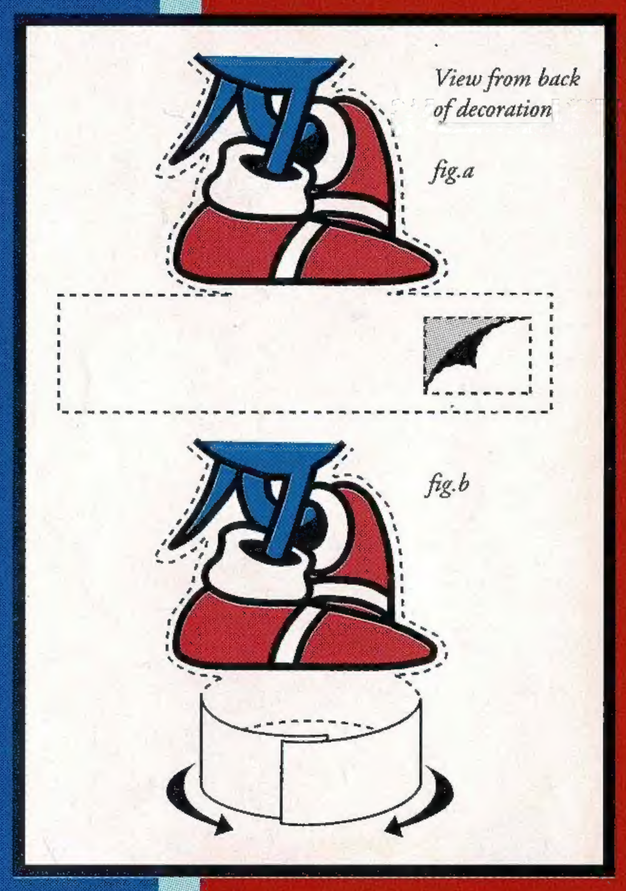
The party continues next issue with a new look for Ecco and some exciting news of a new series starring...oops, nearly gave it away. Must be this season of goodwill getting to my circuits.

Megadroid

S.T.C. NEWS

HOW TO USE THE SONIC DECO

Fairies are for wimps, man! So, put a true Superstar on top of your Christmas Tree this year with STC's fabulous free gift. Achieve total cool Yuleness by following these simple installation instructions.



1. Select your Christmas tree (this may have been supplied for you). Decorate liberally, taking care to leave the top clear.

2. Grasp your Sonic Xmas Deco firmly and peel off the double-sided tape at its base (fig a).

3. Position the Deco with pride at the top of the tree, taking care to follow the important safety tips below.

4. Wrap the tabs firmly around the top branch and stick the overlapping edges together with the tape (fig b). Make sure it is firmly attached.

5. Stand back and admire. You now have the coolest Christmas tree possible!

IMPORTANT DIPLOMATIC NOTE: STC cannot be held responsible for any family feuds resulting from arguments over what should go on top of your tree. If an old-fashioned, much-loved family object (bleeargh!) must go on top of the tree use your imagination and find another location for the Sonic Deco. Wherever you put it, it will shine!

IMPORTANT SAFETY NOTE: Christmas trees come in all shapes and sizes. Some maybe so tall you will need artificial aids to get to the top (rocket packs, bat-wings, cannons, pogo sticks - even ladders). Whatever you do, make sure some responsible-type person is in the room with you. If you're really cool, you'll get them to do the job for you while you sit back and direct operations.

● **Editor:** Richard Burton
● **Asst. Editor:** Deborah Tate
● **Designer:** Clare Gillmore
● **Managing Editor:** Steve MacManus
● **Publisher:** Chris Power

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	non mover	MORTAL KOMBAT
2	up	JUNGLE STRIKE
3	down	MICRO MACHINES
4	new	ULTIMATE SOCCER
5	up	SONIC THE HEDGEHOG 2
6	down	PGA TOUR GOLF 2
7	RE	ALIEN 3
8	new	NHLPA HOCKEY 1994
9	RE	EUROPEAN CLUB SOCCER
10	RE	WWF WRESTLEMANIA

MEGA CD

1	non mover	BATMAN RETURNS
2	non mover	NIGHT TRAP
3	up	FINAL FIGHT
4	up	SHERLOCK HOLMES
5	down	ROAD AVENGER
6	up	PRINCE OF PERSIA
7	down	JAGUAR XJ220
8	up	AFTERBURNER 3
9	up	BLACK HOLE ASSAULT
10	RE	TIME GAL

MASTER SYSTEM

1	non mover	MOTAL KOMBAT
2	non mover	ASTERIX
3	non mover	SONIC THE HEDGEHOG 2
4	RE	DONALD DUCK
5	RE	TERMINATOR
6	RE	SONIC THE HEDGEHOG
7	RE	TECMO WORLD CUP
8	new	ALEX KIDD IN SHINOBI WORLD
9	new	GOLDEN AXE
10	new	TRIVIAL PURSUIT

GAME GEAR

1	non mover	MORTAL KOMBAT
2	non mover	SONIC THE HEDGEHOG 2
3	RE	DONALD DUCK
4	up	G-LOC
5	up	JURASSIC PARK
6	RE	SUPER KICK OFF
7	RE	BATMAN RETURNS
8	RE	AXE BATTLER
9	down	CHUCK ROCK
10	RE	TERMINATOR

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

Tonight!

HERO OF THE YEAR AWARD

THE METROPOLIS ZONE, THE HEART OF DOCTOR ROBOTNIK'S EVIL EMPIRE.

SAY SONIC, HOW COME YOU GET TO WEAR A DISGUISE AND I DON'T?

BECAUSE I'M THE FAMOUS SONIC THE HEDGEHOG, RECOGNISED WHEREVER I GO. AND AS LONG AS YOU KEEP YOUR TWO TAILS HIDDEN, YOU COULD BE ANYONE.

WELL TAILS, I'M IN THE FINAL THREE FOR 'HERO OF THE YEAR'. HOW DO YOU RATE MY CHANCES?

SONIC, THIS IS AN *OBVIOUS TRAP!* WHY ARE WE HERE?

HEY, YOU KNOW ME, LITTLE BUDDY! I *NEVER* LET DOWN MY PUBLIC!

Script: Nigel Kitching **Art:** Brian Williamson **Colour:** Steve White **Lettering:** Ellie de Ville

Sonic THE HEDGEHOG

HERO OF THE YEAR

WELL, WE GOT PAST THE GUARDS. BUT HOW ARE YOU...?

SHHH! THEY'RE ANNOUNCING THE WINNER.

...AND THE WINNER OF 'HERO OF THE YEAR' IS... SONIC THE HEDGEHOG!!

Sonic

Hero of the YEAR!

UNFORTUNATELY SONIC CAN'T BE HERE THIS EVENING, BUT...

NOT SO FAST, BUDDY...

...YOU DIDN'T REALLY THINK I'D MISS A NIGHT LIKE THIS, DID YOU?

IT'S SONIC!

I DON'T BELIEVE IT! ROBOTNIK'S SOLDIERS WILL CATCH HIM FOR SURE!

CONGRAT-ULATIONS, SONIC! THIS AWARD IS IN RECOGNITION OF ALL YOUR BRAVE DEEDS IN THE DEFENCE OF MOBIUS!

YEAH, RIGHT. GIVE ME THAT MIKE, I'VE GOT SOME-THING TO SAY!

ROBOTNIK THINKS HE HAS CONTROL OF PLANET MOBIUS, BUT HE IS *WRONG!* MY GROUP OF FREEDOM FIGHTERS MAY BE SMALL, BUT THAT'S ONLY THE BEGINNING!

SOON MORE WILL JOIN US. THEN MORE AND *MORE!* WATCH OUT, ROBOTNIK! WE HAVE ONLY JUST *BEGUN* TO FIGHT!!

AH, THE TRAP! IT'S ABOUT TIME, I WAS BEGINNING TO GET BORED!

ZUMMMM!

LADIES AND GENTLEMEN! TONIGHT WE HAVE AN *EXTRA* TREAT IN STORE FOR YOU! TONIGHT YOU WILL WITNESS THE DEMISE OF SONIC THE HEDGEHOG!

THE PURPLE GUNK THAT'S POURING IN LOOKS LIKE *MEGA MACK** – THE POISON ROBOTNIK DESIGNED TO DESTROY HIS LEAST FAVOURITE HEDGEHOG!

*SEE 'MEGATOX', STC 10

SHOOOM!

I'VE GOTTA ACT QUICKLY!!

SEE HOW SONIC STRUGGLES IN A DESPERATE ATTEMPT TO FREE HIMSELF?

BUT TO NO AVAIL. LONG LIVE DOCTOR ROBOTNIK!!

SONIC ... IS HE ...

HE ... HE DIDN'T MAKE IT!

OH NO!

YEE-HAAAA! SPINNING AROUND THAT WAY REALLY DID THE TRICK ... BLEW THE TOP RIGHT OFF. JUST LIKE SHAKING UP A BOTTLE OF COLA!

KA-SHOOOOM!

HEY, SONIC! THAT WAS REALLY NEAT!

HOW TRUE! C'MON, BUDDY, LET'S SPLIT BEFORE THE BAD GUYS GET THEIR ACT TO-GETHER!

THE EMERALD HILL ZONE.

I DON'T GET IT, SONIC, WHAT ARE WE DOING HERE?

WAITING.

WAITING FOR *WHAT?* WHY DON'T YOU EVER TELL ME WHAT YOU'RE UP TO?

NO!

IT'S *OBVIOUS*, ISN'T IT?

THAT ESCAPE WAS TOO EASY. THEY WANTED ME TO GET AWAY. AND WHY? I'LL SHOW YOU.

THEY WERE GOING TO TRACK US BACK TO OUR SECRET BASE USING *THIS* HOMING DEVICE!

KRAK!

SOMETHING'S NOT RIGHT HERE. THIS *CAN'T* BE HIS BASE OF OPERATIONS!

RIGHT ON CUE!

THE PLAN MAY HAVE FAILED, BUT WE CAN STILL RID DOCTOR ROBOTNIK OF SONIC! BADNIKS ATTACK!

SIX BADNIKS, SONIC! PRETTY POOR ODDS!

YEP! THEY HAVEN'T GOT A CHANCE! IN THE EMERALD HILL ZONE, I AM KING! THEY'RE PLAYING ON MY TURF NOW.

B-DANG!

THIS SHOULD BE FUN! I HAVE SOME NEW MOVES I'VE BEEN DYING TO TRY OUT!

THIS OUGHT TO MAKE THAT BADNIK *REALLY* DIZZY!

HUH! WHERE DID THAT SPIKY LITTLE FREAK GO?

B-BOINK!

AND THAT'S TWO! FOUR MORE TO GO!

HEY, SONIC, I GOT ONE!

GOOD WORK, LITTLE BUDDY!

I'M OUTTA HERE!

SONIC, YOU SAVED US! HOW CAN WE THANK YOU?

FORGET IT, PAL, THAT'S WHAT I'M HERE FOR.

SUPER SONIC ACTION AGAIN NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Vincent Low & David Gibbon.

THUNDERHAWK

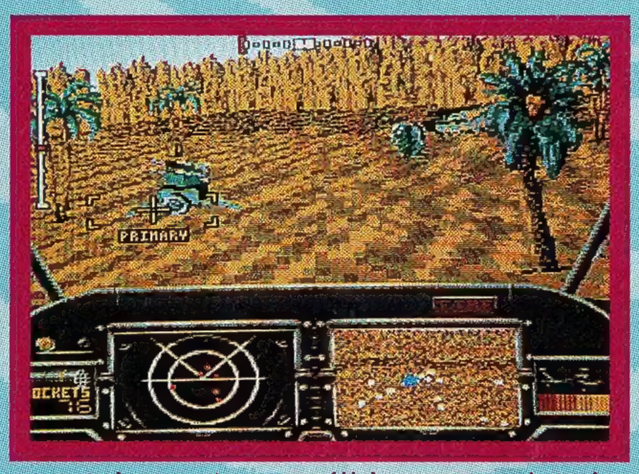
game type: FLIGHT SIMULATOR
1 PLAYER

MCD

If you've ever dreamed of becoming a helicopter fighter pilot, dream no more. With **Thunderhawk** you get to fly the top secret AH-73M Thunderhawk - the Ultimate Flying Machine. The basic idea is to defuse crisis situations which take place in each operation throughout the world. With ten missions and forty-eight operations in places like South America and the South China Seas, the game is pretty big.

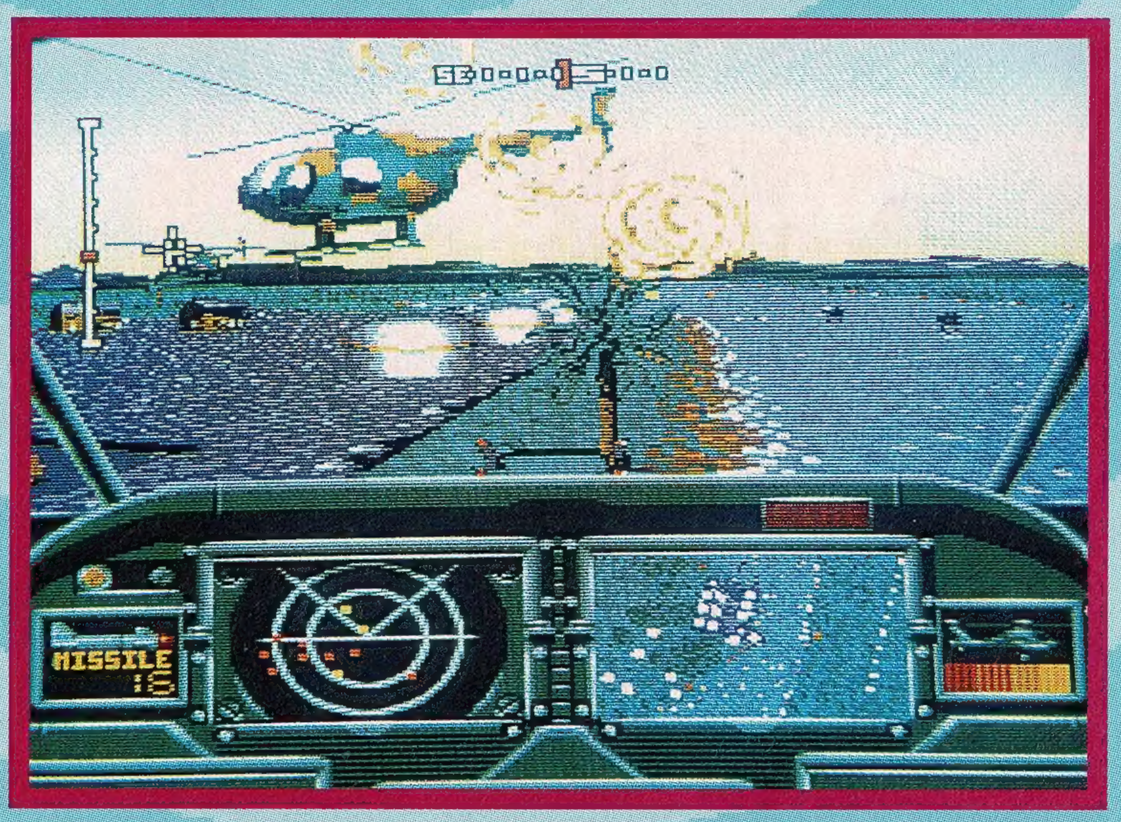
When **Thunderhawk** first loads, an amazing 3D animation is shown which depicts the helicopter in combat. Upon selecting New Game, you will enter a mission briefing which comprises of pilots sitting in a dark room while the commander stands at the front by a projector. The commander explains exactly what you must do to complete the operation. Stand by for take off...

Once in the air, you fly in search of all primary targets and blast them away using either a gun, missiles or rockets. Whilst flying around the targets you are attacked from the air by both aeroplanes and helicopters. If all main primary targets are taken out, you will have completed that operation and receive a medal for your efforts. Failing the mission will result in a demerit; three demerits results in game over.



Flying around in the chopper is so realistic you end up believing you're actually in one. Some excellent between-game animations are included, and the in-game speech has been recorded by an actor. Mostly rock music accompanies the game and creates a great atmosphere.

If you don't normally enjoy flight simulators, I guarantee you will enjoy **Thunderhawk**. At last the Mega CD is showing what it can do in terms of moving 3D graphics at speed. Lets hope all future games are this good, if not better, for Sega's CD machine. - DG.



MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER: CORE DESIGN
PRICE: £44.99

GRAPHICS 94
SOUND 91
PLAYABILITY 95

RAVES
Add this to your 'wants' list immediately

GRAVES
More or less the same thing for each operation

OVERALL 93%

CHUCK ROCK 2 SON OF CHUCK

MD

game type: PLATFORM
1 PLAYER

The Rock family are a very uncivil lot. Hitting dinosaurs on the head with a club! It's just not healthy you know!

Chuck has become a father since the first **Chuck Rock** game, and is now the owner of the highly successful Chuck Motors. However, an unsavoury character called Brick Jagger kidnapps Chuck without sign of a rescuer. That is until Chuck Junior bursts out from his play pen, to rescue his dad (as Chuck Junior, you make your way through six different scenes of platform action, each comprising of several zones and an end of level baddie).

Chuck Junior is armed with a wooden club which has a wide range of uses. It enables you to hit dinosaurs over the head, hit rocks, set off dinosaur traps, bash away backgrounds. You can use it for standing on to avoid fire; in fact, you may even set it on fire yourself for use as a torch. Junior starts off with three lives and a bottle of baby's milk. Each time you receive a blow some of the milk disappears.

The graphics are excellent thoughout, including some huge moving dinosaurs. Unlike most Sega games, this is not easy, so if you're of the opinion that **Sonic 2** was hard - forget it! **Chuck Rock 2** is one of the best platforming games I have seen in a while and is a worthy investment. - DG.

REVIEW

MASTERS OF COMBAT

game type: FIGHTING
1-2 PLAYERS

MS

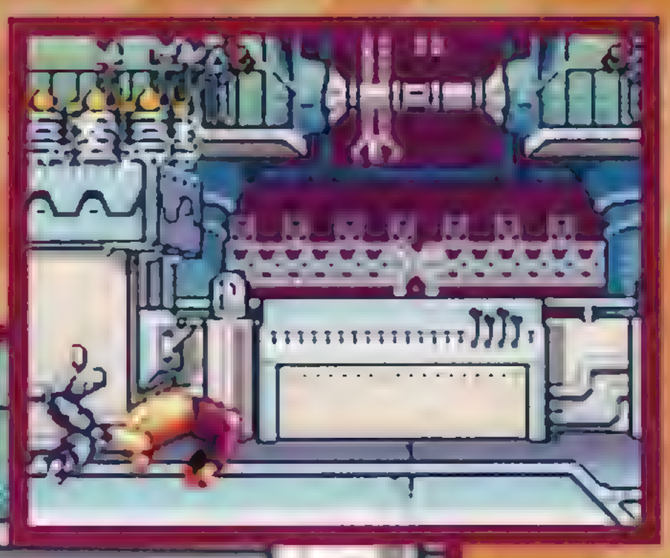
All you Master System fans who were disappointed about there not being a **Street Fighter 2** game can now sleep easily. Sega has not forgotten you as **Masters Of Combat** is the business when it comes to 8-bit fighting games.

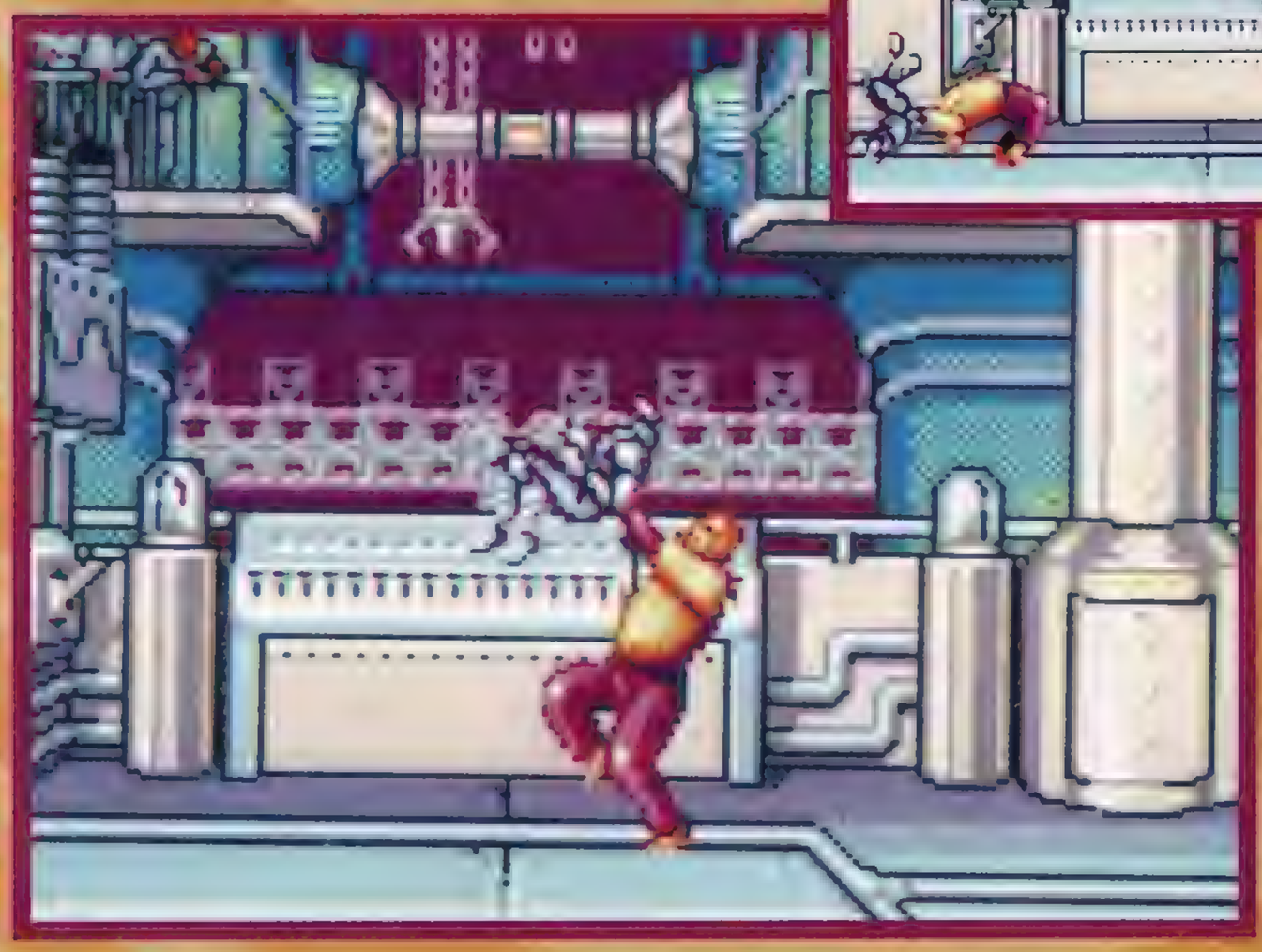
The time is the future where you have to do battle against some hulking brutes. And like **SF2** they have their own special moves. There are four characters to choose from and the battles take place in an enclosed room. The more hits you take, the lower your energy gets and each match takes over three rounds. However, there is a time limit, and the winner is quite simply the person with the most energy left standing.

Masters Of Combat has a two player mode (VS), which is great fun. There is an options menu that is full feature with three difficulty levels (easy, normal or hard), from 0 to 3 continues and a sound test.

What really sets the game apart is that it is just two megabits in size which is tiny compared to most fighting games. It has some great fighting moves, detailed and animated backgrounds.

I can't rate **Masters of Combat** highly enough, so check it out at your local store - VL





FAST FAX

PUBLISHER: CORE DESIGN
PRICE: £39.99

GRAPHICS 90

SOUND 81

PLAYABILITY 89

RAVES: Really amazing graphics throughout

GRAVES: Unoriginal

OVERALL 87%

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 80

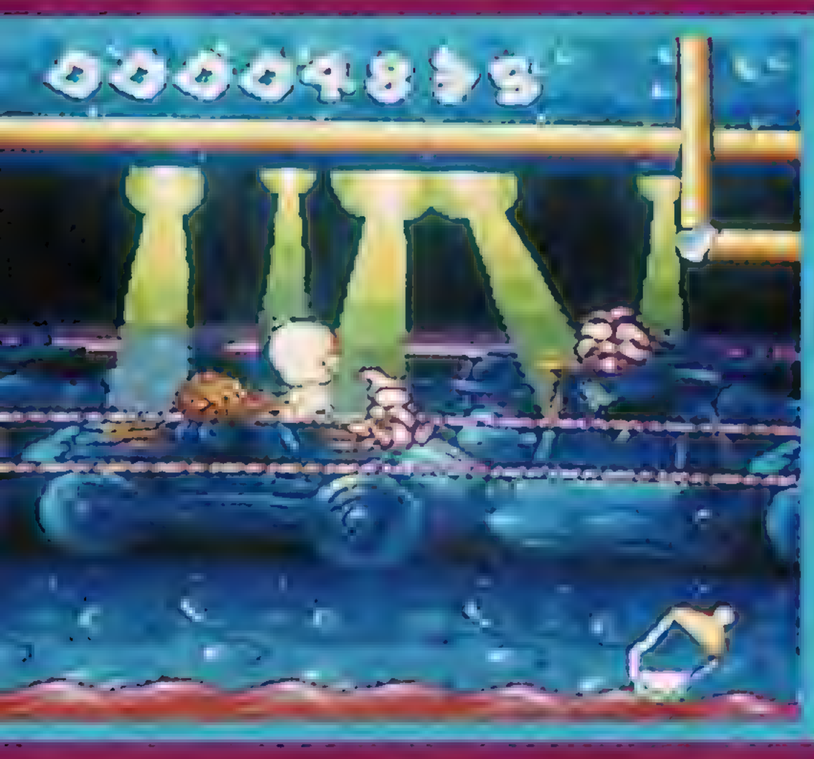
SOUND 70

PLAYABILITY 90

RAVES: Fabulous to play

GRAVES: Sound could have been better

OVERALL 90%



REVIEW

F1

game type: DRIVING
1-2 PLAYERS

MD

Fasten your seatbelt, grab the steering wheel and get ready to enter the world of Formula One racing. In **F1** you may select from the main screen three different modes of play: Arcade, Training or Championchip. Next, you pick your level which varies between Novice and Expert. Then, it's onto the player menu to pick a one or two player game. You may also choose a one player turbo game if you are into speed.

After choosing from one of nine control methods for your car, and entering your name, it's time to select one of the twelve circuits in the game. Selecting a Championchip game will enter you into the World Grand Prix season, and you must choose the order and number of circuits on which to race. Then, it's onto the car set-up screen. Here, you select the Wings, Gearbox and Tyres for your vehicle.

Before commencing, you first enter a qualification race to try and win a good place on the starting grid. This will take place on up to six laps. Each circuit is perfectly recreated to race like the real thing ,so the qualification helps you to learn the track.

Once the race commences, the graphics are superb. They are extremely fast, and don't slow down at all when playing a split-screen two player race. The races are very realistic and overtaking is just like real life - you can't just zoom past whenever you want to - you must wait for the right time. The game also features pit stops, ten save games and real digitised engine sounds.

FAST FAX

PUBLISHER	PRICE
DOMARK	£44.99

GRAPHICS 94
SOUND 88
PLAYABILITY 93

RAVES: Realistic and fast. The best car game around!

GRAVES: You can't crash and burst into flames

OVERALL 92%

Without doubt, this is the best car racing game available for a Sega system. Domark have created a possible Christmas Number One. If you're looking for the most realistic racer around, look no more! - DG

OTTIFANTS

game type: ACTION
1 PLAYER

MD

Ottifants (this time on the Mega Drive) sees poor Otto rather sad as his father has gone off to work and left him alone! Otto's active imagination thinks that really his father has been kidnapped, leaving him with one option - to rescue him.

The rescue mission enables Otto to pick up jelly babies along the way (if he collects enough of them and moves to the far right side, he can go on to the next level). However, life is not quite that easy as nasty toys try to stop him. Otto defends himself by firing from his trunk; which can also be used to suck items towards him, enabling Otto to proceed further.

If Otto loses a life, there are restart flags along the course that you are reset to, which diminishes any frustration. His father dropped sheets of paper on the way to work, which Otto must find in order to work through the levels.

An amusing feature results if you leave the joystick or buttons for a while - Otto shows his boredom and starts tapping his foot and grinning.

Ottifants features fast action, bouncy play, together with bosses to kill along the way. A solid platformer for those that like their graphics and sound on the sizzling side. - VL

FAST FAX

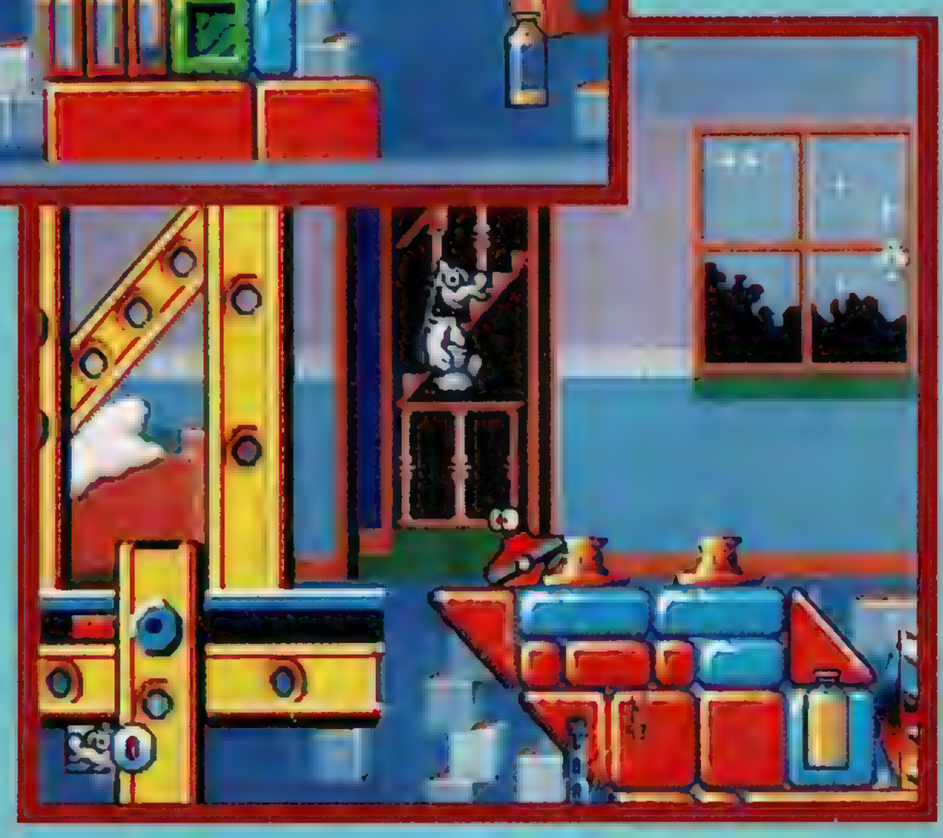
PUBLISHER	PRICE
SEGA	£44.99

GRAPHICS 75
SOUND 85
PLAYABILITY 65

RAVES: Great looks!

GRAVES: Dull in places

OVERALL 70%



ECCO the Dolphin

Part 2

AHH! MY SENSES WHIRL... SO DIZZY...WHERE HAS THAT GLYPH SENT ME?

TO MAKE STRANGE JOURNEYS INTO UNKNOWN REGIONS, UNCHARTED AND MYSTERIOUS WATERS, IS THE MISSION OF ECCO THE DOLPHIN IN HIS QUEST TO BE REUNITED WITH THE LOST DOLPHINS... BUT TO TRAVEL THROUGH TIME ITSELF IS THE STRANGEST JOURNEY OF ALL...

I CAN RECOGNISE NOTHING OF MYSELF IN THESE CURIOUS PREFISH! AND I CANNOT GAUGE THEIR INTENTIONS! PERHAPS I'D BETTER...

Script & Lettering: Woodrow Phoenix **Art:** Chris Webster

...LEAVE WHILE I CAN!

NOTHING OF THE SEAS I KNOW HAS EVER MADE LIGHT THAT WAY...

...AND THIS IS AN INTRUSION HERE, AS I AM!

BUT WHERE DID IT COME FROM? IS THIS WHAT THE GLYPH SENT ME HERE TO SEE?

FZZZZZZZZ

ZZZZK

AAAAARRRGG!! SURELY THIS IS AN AGENT OF *DESTRUCTION* LIKE THAT WHICH STOLE MY FRIENDS! I MUST BREAK FREE OF IT... *NOW!!*

CAN'T LET IT STRIKE ME AGAIN!

FZAK!

I MUST DESTROY THIS DEADLY GLOW MONSTER WITHOUT TOUCHING IT OR LETTING IT TOUCH *ME*! YET THE SEA IS FULL OF *WEAPONS*...

...FOR THOSE WHO KNOW WHERE TO LOOK!

WE SHALL SEE HOW IT SURVIVES...

RRRUMMBLLE

...AN AVALANCHE!

KABOOM

IF THIS UPHEAVAL SHOULD SNARE ME I MAY NEVER RETURN TO MY OWN SEAS!

HOW AM I GOING TO GET OUT OF HERE?

OH NO!

SCRAWWK!!

I CAN'T GO UP OR DOWN - I'M TRAPPED!

NEXT ISSUE: THE ONE WHO WAITS!

NEWS Zone

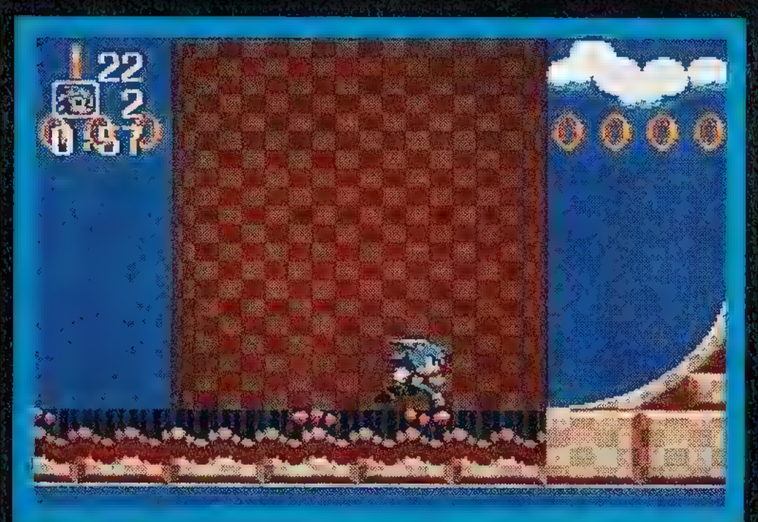
SONIC'S TRIPLE WHAMMY

Three new games, three times the fun

It's happened. Sonic X3, Sonic 3'sday, call it what you will. Three new Sonic games were released earlier this month - the biggest wave of Sonic activity since Sonic Twosday in November 1992. We've mentioned them all before but, for all you new Boomers out there, here's a rundown of the hot new trio:

SONIC SPINBALL (STC 13, 80%), Mega Drive, £44.99

The name says it all - pinball, Sonic-style. If you've played the Casino Night Zone in Sonic 2, you'll know what to expect.

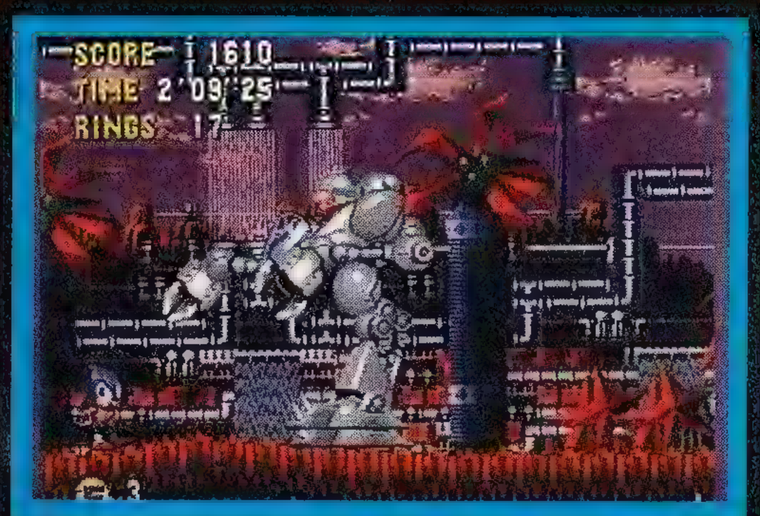


SONIC CHAOS (STC 12, 85%), Master System, £35.00, Game Gear, £30.00

Six Chaos Emerlands to find and six new zones to explore. Play as either Sonic or Tails. Brilliant classic Sonic action for the 8-bit crowd.

SONIC CD (not reviewed yet) Mega CD, £44.99

New characters (Amy, Metal Sonic), new worlds, new levels - a whole new Sonic adventure! Graphics and sound as only the Mega CD can produce them. The best-looking Sonic to date.



If that's not enough Sonic excitement, there's still Sonic The Hedgehog 3. The official third game in the series is still shrouded in secrecy but is rumoured to planned for an early '94 release. STC will bring you more details as soon as possible.

SONIC GETS A-HEAD

If you've got the bike, get the protection - in the shape of a **Sonic The Hedgehog** bicycle helmet. Not only the speediest-looking helmet to date, it's also lightweight, well ventilated, and carries with it a free twelve month Crash Damage Warranty. Manufacturers, Oxford Products Ltd., have ensured that the Sonic bicycle helmet meets some of the most strictest safety standards in the world. Available now for big heads, small heads, and generally round heads at most good cycle shops, the cost of the helmet with attitude is a cool £24.50.

THE BIG CRUNCH

Ever thought you'd be eating Sonic? No! Well think again. Some taste buds will have already discovered 'hedgehog' flavour crisps, but never in this shape or form. Now, with **Sonic The Hedgehog Crisps** you can eat scenes from the actual Sonic video games in cheese, salt and vinegar, and spicy tomato flavours, thanks to Bensons Crisps. If you feel a snack attack coming on, they will only set you back a tasty 15p, from major supermarkets and assorted newsagents now.

A CLOCKWORK HEDGEHOG

Time waits for no hedgehog, and why should it when there's a brand new addition to Sonic-related wear - a superb **Sonic Watch.** Thanks to The Inter-City Watch Co Ltd., wrists can now take the strain with these slick new timepieces. On sale for £19.95 nationwide from F Hinds and H Samuel, the hours and minutes will never pass slowly again.

NEW YEAR NEWCOMERS

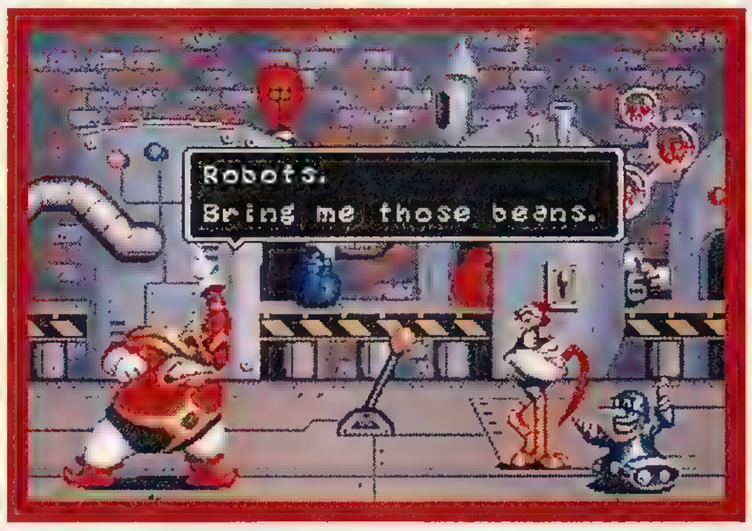
Sega's blockbusters continue into '94

If you think Sega have some hot titles coming out before Christmas, just wait till the New Year! A Sonic spin-off, a long-awaited sequel and probably the hottest fighting game yet seen on the Mega Drive. Here's just a hint of the goodies to come.

ETERNAL CHAMPIONS

This is the biggie! Nine fully-rendered characters with over 35 fighting moves each. Huge number of options including training and head-to-head battle areas. Instant replay, slo-mo and turbo features. Strong storylines with multiple endings - and stacks more! You'll be hearing a lot about Eternal Champions, especially from STC, very soon. Meanwhile, feast your eyes on this screenshot.

DR ROBOTNIK'S MEAN BEAN MACHINE



Robotnik stars in his first solo game, a puzzler which has you collecting and matching beans in a Tetris-like environment. Interesting to note that this game features to new TV incarnation of Dr Robotnik, plus his robot minions Scratch and Grounder (don't miss Sonic The Poster Mag No.1 for more full information on the TV show).

TOE JAM & EARL IN PANIC ON FUNKOTRON

That seriously weird duo, Toe Jam & Earl, return for their second outing in the Mega Drive. As before, the game is full of strange people and places plus some mega-funky music. Word has it, it's even better than the first.

All three games are scheduled to appear on the Mega Drive in January '94.

THE STC NEWIES GUIDE NEWS

It's decision time, Boomers. Just what games do you want for Christmas? To help you STC provides a handy guide to all the new Sega releases for both this month and next - and some fab ones there are too. Check out the Big Three new Sonic games on the Mega Drive, Mega CD and Master System and Game Gear.

SPECIAL HELP FEATURE: Tick the games you most want in the boxes provided. Then cut out this section and leave it where a present-buying person can't fail to miss it!

NEW IN NOVEMBER

MD

- ☐ **Sonic Spinball** (Sega)
- ☐ Asterix & The Great Rescue (Sega)
- ☐ RoboCop vs Terminator (Virgin)
- ☐ Gauntlet 4 (Tengen)
- ☐ Rugby (Domark)
- ☐ F1 (Domark)
- ☐ Virtual Pinball (Electronic Arts)
- ☐ John Madden Football '94 (Electronic Arts)
- ☐ Blades of Vengeance (Electronic Arts)
- ☐ James Pond 3 (Electronic Arts)
- ☐ Lotus 2 (Electronic Arts)

MCD

- ☐ **Sonic CD** (Sega)
- ☐ Sherlock Holmes 2 (Sega)
- ☐ Ecco The Dolphin (Sega)
- ☐ Silpheed (Sega)
- ☐ Spider-Man vs. Kingpin (Sega)
- ☐ Thunderhawk (Core Design)
- ☐ John Madden Football '94 (Electronic Arts)
- ☐ C&C Music Factory (Sony Imagesoft)
- ☐ Sewer Shark (Sony Imagesoft)
- ☐ Chuck Rock (Sony Imagesoft)
- ☐ Hook (Sony Imagesoft)
- ☐ Kriss Kross: Make My Video (Sony Imagesoft)

MS

- ☐ **Sonic Chaos** (Sega)
- ☐ Jurassic Park (Sega)
- ☐ Asterix: The Secret Mission (Sega)
- ☐ Masters of Combat (Sega)
- ☐ F1 (Domark)

GG

- ☐ **Sonic Chaos** (Sega)
- ☐ Road Runner (Sega)
- ☐ Ecco The Dolphin (Sega)
- ☐ Strider 2 (U.S. Gold)

NEW IN DECEMBER

MD

- ☐ Young Indiana Jones (Sega)
- ☐ The Ottifants (Sega)
- ☐ Winter Olympics (U.S. Gold)
- ☐ FIFA Soccer (Electronic Arts)
- ☐ Zool (Electronic Arts)

MCD

no new releases this month

MS

- ☐ Ecco The Dolphin (Sega)
- ☐ Streets of Rage 2 (Sega)
- ☐ Road Runner (Sega)
- ☐ Cool Spot (Virgin)
- ☐ Jungle Book (Virgin)
- ☐ Winter Olympics (U.S. Gold)
- ☐ RoboCop vs Terminator (Virgin)

GG

- ☐ Asterix: The Secret Mission (Sega)
- ☐ F1 (Domark)
- ☐ Cool Spot (Virgin)
- ☐ Jungle Book (Virgin)
- ☐ RoboCop vs Terminator (Virgin)
- ☐ Winter Olympics (U.S. Gold)

These release dates are correct as of going to press, but are subject to last-minute change. Check with your local supplier.

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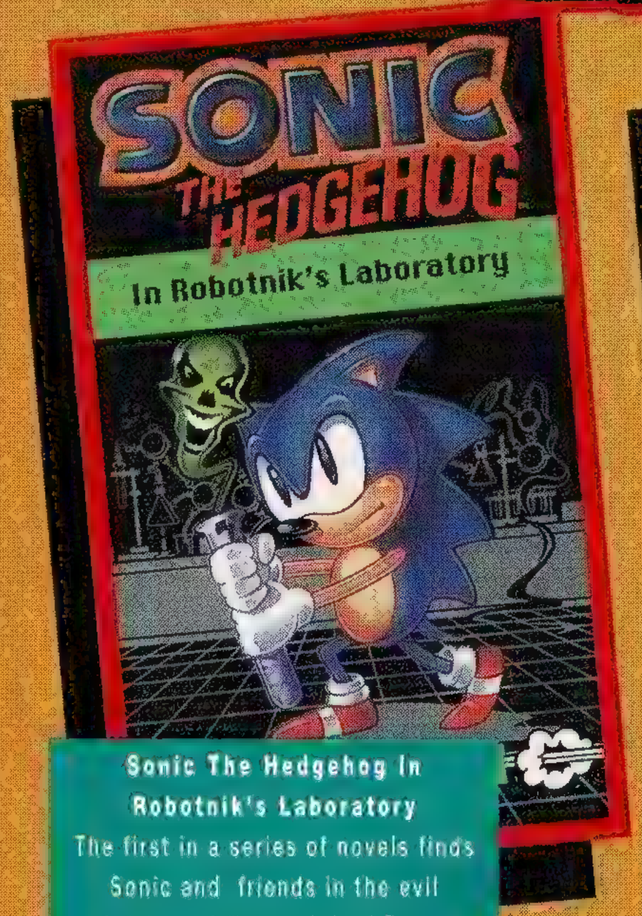
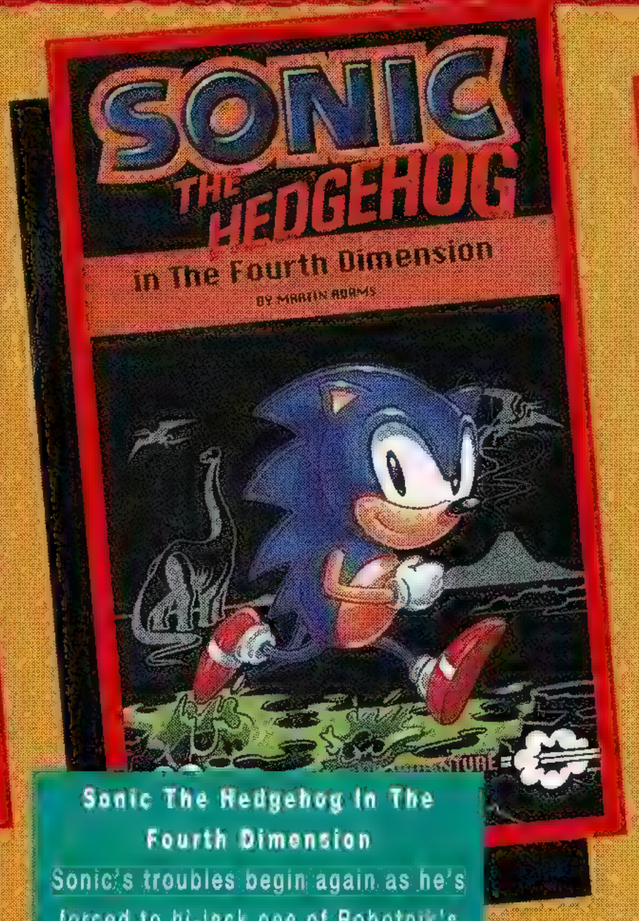


Sonic The Hedgehog In Robotnik's Laboratory
The first in a series of novels finds Sonic and friends in the evil clutches of the mad, bad Doctor Robotnik.



Sonic The Hedgehog In The Fourth Dimension
Sonic's troubles begin again as he's forced to hi-jack one of Robotnik's time machines in this second novel.

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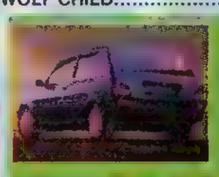

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The Legend of the GOLDEN AXE

Plague of Serpents Part 2

ON THEIR WAY TO RETURN THE GOLDEN AXE TO THE KING OF YURIA THE DWARF GILIUS-THUNDERHEAD, THE AMAZON TYRIS-FLARE AND THE BARBARIAN AX-BATTLER STOP AT GILIUS'S HOME, THE DWARF STRONGHOLD OF ROCKGUARD.

THEY FIND ROCKGUARD IS BEING ATTACKED BY THE PRIESTS OF COBRAXIS AND THEIR EVIL SNAKES.

THE WOUNDED TYRIS IS UNDER ATTACK...

CHANG!

FOR COBRAXIS!

HOW DO YOU EXPECT TO SURPRISE ME WHEN YOU'RE SO NOISY!

TYRIS USES ONE OF HER SOMERSAULT KICKS.

AAARGH!

THUD!

POWER OF FIRE I COMMAND THEE!

YOU'RE SLOW, TOO.

Script: Mark Eyles Art: Mike White Lettering: Ellie de Ville

YAAAAA! DEMONS TAKE YOU, AMAZON!

AT THE OTHER SIDE OF THE CHAMBER...

POWER OF EARTH I COMMAND THEE!

GO ON, GILIUS, MY SON, GET THE FEEBLE WORM-LOVERS! MAKE THEM SUFFER!

RRUMBLE

AAARGH!

CHUNK!

AAAARGH

YOUCH

KRUNCH!

CHOPAK!

OOCH

COME ON, DAD. IT'S ALL OVER NOW. GOT TO GET YOU TO THE INFIRMARY.

I DON'T WANT TO SEE NO DOCTORS. I'D RATHER SEE A GOOD CHEF!

YOU SEEN AX? HE SEEMS TO HAVE GOT HIMSELF LOST.

THE TUNNELS BENEATH ROCKGUARD. AX IS STILL UNDER THE SPELL OF THE SNAKES.

I OBEY... I OBEY...

ROCKGUARD'S CHAMBER OF ELDERS.

I, GROWLUS-STORMBREAKER, CALL THIS MEETING OF THE DWARF ELDERS TO ORDER. WE ARE JOINED BY GILIUS-THUNDERHEAD AND TYRIS-FLARE.

THEIR COMPANION AX-BATTLER IS MISSING.

NOT FOR THE FIRST TIME, EITHER...

...BUT AT LEAST HE WASN'T AMONG THE DEAD.

WHAT IN THE NAME OF THE GREAT FEASTBRINGER HAS BEEN GOING ON HERE, GROWLUS?

THE PRIESTS OF THE SERPENT GOD ATTACKED TWO DAYS AGO, LEAD BY THE HIGH PRIEST COBRAXIS.

THEY'VE BROKEN THROUGH ROCK-GUARD INTO THE HAMMERYNTH MAZE OF CAVERNS BENEATH...

"...EVEN NOW THEY'RE WRECKING THE HAMMERYNTH CAVERNS WHERE THE DWARVES OF THE MOURNING MOUNTAINS HAVE LIVED FOR THOUSANDS OF YEARS.

"OUR QUEEN, SILPANTIA-DRAGONTAMER, HAS BEEN TAKEN BY COBRAXIS.

"SHE WAS DEFENDING THE ROCKGUARD CRECHE WITH A MAGIC SPEAR."

COME TO THE NICE COBRAXIS, LITTLE QUEENIE. HEE HEE HEE.

KEEP BACK, YOU'LL NEVER TAKE OUR CHILDREN!

HISSSSS

I'LL FINISH *YOU* LIKE I DID YOUR SERPENT!

HEE. HEE. I DON'T THINK SO.

NOW, LITTLE QUEEN, YOU'RE GOING TO LEAD ME TO THE *DWARVES' HORDE*.

YOU'LL GET NOTHING FROM ME, SNAKE BREATH.

OH, I THINK I WILL. *HEE HEE*. ME AND MY SNAKES. *HEE HEE*.

HUSH NOW, LITTLE ONE. WE'LL GO AND TELL WHAT WE SAW. THEY'RE AFTER OUR *METAL*, SO THEY ARE.

WAAAAAH!

WHAT METAL IS COBRAXIS AFTER?

HE'S AFTER OUR *SECRET HORDE OF ENCHANTED METAL*. METAL WHICH HAS BEEN INFUSED WITH MAGIC.

THIS DAGGER WAS MADE OF IT AND, UNLESS I'M MISTAKEN, SO WAS THE AXE YOU'RE HOLDING.

"ONLY A LITTLE NEED BE ADDED TO ORDINARY METAL DURING FORGING ..."

"...AND ONLY THE QUEEN KNOWS THE *SECRET CHAMBER* WHERE THE HORDE IS HIDDEN."

SO YOU NEED A *MIGHTY WARRIOR* TO RESCUE QUEEN SILPANTIA-DRAGONTAMER AND BREAK COBRAXIS' POWER.

WELL *I'M* INJURED. WHERE'S THAT BIG OAF, AX, WHEN WE NEED HIM?

I'LL GO ALONE. IT'LL BE EASIER TO CREEP UP ON COBRAXIS. ONCE HE'S DEAD AND I'VE RESCUED THE QUEEN IT'LL BE SAFE TO ATTACK IN FORCE ...

...BUT ATTACK TOO SOON AND COBRAXIS MAY *KILL* HER!

TAKE THE *GOLDEN AXE*, GILIUS, BUT DON'T LOSE IT. WE'VE STILL GOT TO RETURN IT.

MAY THE LUCK OF THE GODS BE WITH YOU.

CAN YOU KEEP AN EYE ON MY FATHER WHILE I'M GONE? HE'S A TOUGH OLD COOT BUT HIS WOUNDS ...

I WAS *LISTENING* GILLYFISH-DUNDER-BRAIN!

WHERE DO YOU THINK YOU'RE GOING WITH-OUT *ME*?

GULD'S BLOOD! YUKI PLANT-CHARMER!

ANY-THING BUT *HER*!

NEXT ISSUE: *THE WIZARD PRIEST*

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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q zone for hints, tips and help with your favourite Sega games.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David S Bryce, and his operatives are standing by to answer your problems. Send a line to the Q Zone with your query. Alternatively, share a neat tip or solution with your fellow gamers. At the end, even.

JURASSIC PARK Codes

MD

Dinosaurs seem to be popping up everywhere at the moment, even on games, cards, pens, notepads, videos, books (I could go on, but I won't!) Could it have something to do with a certain film, perhaps?! The **Jurassic Park** game was a nice platform romp where you could be Dr Grant or a Raptor; the Raptor being the easier of the two to control. Here are the codes for all seven levels with Dr Grant, and the first five levels with the Raptor:

PRESS START BUTTON
JURASSIC PARK
©1992 SEGA
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Dr Grant:

LEVEL	EASY	NORMAL	HARD
Two	2NTJ301D	2D92202U	269GH03L
Three	4VUL1090	4JVPZ0EV	42J0H0BD
Four	6VVV309F	6NVQI0EM	62JP10B0
Five	8VVVSF5L	8VVVK4QN	8CRRI4NN
Six	AVRVVF5M	AVVVN6QU	AEVR36NI
Seven	CVVVVR58	CVVVPCQ8	CKRR4ANR

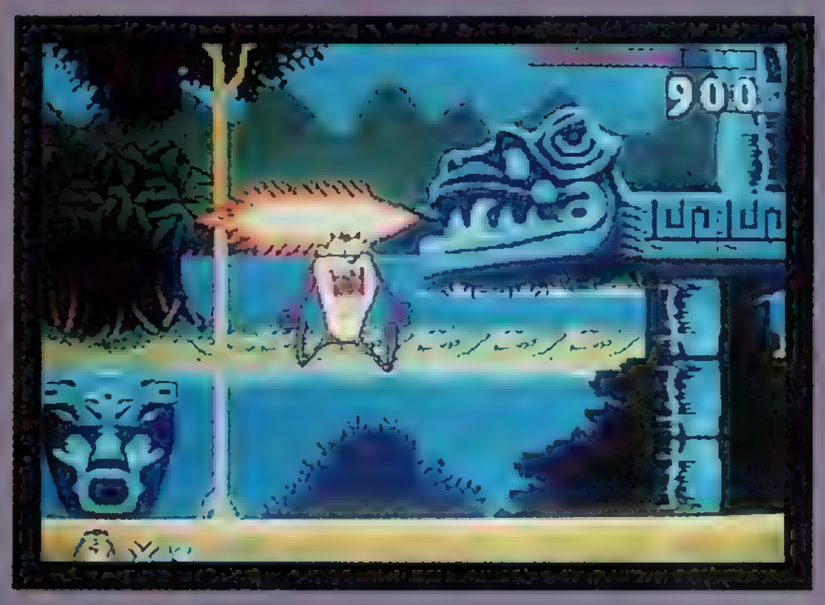
Raptor

LEVEL	EASY	NORMAL	HARD
Two	I2G0016	I21G0027	I21G0038
Three	K21G0018	K21G0029	K21G003A
Four	M21G001A	M21G002B	M21G003C
Five	Q21G001C	Q21G002D	Q216003E

TAZ-MANIA Tips

MD

Taz-Mania has caused devilish problems with games players the world over for a long, long time. The game featured excellent graphics and sound, but was let down by less than average gameplay. Gamers worldwide can now breathe a sigh of relief and put these two cheats to use:



To gain infinite lives go to the password screen and enter: FFD45.

To enter a secret room on the Arctic level, press Down and C on the last ice block.

CHUCK ROCK Tips

MD

Chuck Rock is an above average platformer recently bettered by Chuck Rock 2. It's taken quite a while to find a cheat for all you boomers, but - at long last, here is a level select:

When the title screen appears press A, B, Right, A, C, A, Down, A, B, Right and A. The guitar player will stop playing and smile. Now, press A, B and C together. The guitarist will smile once more to indicate the cheat is activated. Start playing the game as normal, and use the following key combinations for the cheat:

A and Up - Skip forward one level.
A and Right - Skip forward one stage.
A and Down - Skip back one level.
A and Left - Skip back one stage.

BATMAN RETURNS Tips

MCD

Dna-Dna-Dna-Dna Batman! I've always enjoyed that tune. In fact, if I had my way, it would be released as a single! Anyway, enough of that. For those of you having difficulty progressing with the excellent **Batman** CD title, try this level select cheat:

Go to the options screen. Highlight the driving-only section and press Left on the D-pad, then press B. Repeat this on all seven of the options. Repeat all that and, eventually, you will hear a jingle to confirm the cheat is working. Press Start and C to select the level.

GIANT SONIC ACTION POSTER

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AT ALL GOOD NEWSAGENTS

Decap Attack

STARRING CHUCK D. HEAD! PART 5

IN A LAST DITCH ATTEMPT TO CREATE AN ARMY OF ZOMBIES FOR THE EVIL MAX D CAP, PROFESSOR STEIN IS ATTEMPTING TO CLONE A LIVING BRAIN USING HEAD* AS THE SOURCE.

I...IS THIS GOING TO HURT?

ASSEMBLING YOUR CLONE-O-MATIC COULDN'T BE EASIER SIMPLY JOIN TAB A TO SECTION B WHILE HOLDING FLANGE X ADD TURNING G&A B TO C AND X NOT FORGETTY X Y Z MM D R U MIX X Y B Z + ILLILLILLIGHT ILLICIT BRIGHT ILLICIT BRIGHT WHILE AMAZING

CLONE-O-MATIC

OF COURSE IT IS, STUPID!

*'HEAD' IS THE NAME OF THE SKULL, IN CASE YOU'VE FORGOTTEN. NOT THAT I BLAME YOU — MEGADROID.

SHUT UP, IGOR. HOW'S CHUCK?

DOWN TO HIS LAST LIFE I'M AFRAID...

BUT DER BAD GUYS THINK HE IS DEAD, JA? ZO, HE VILL REVIVE UNT COME TO OUR RESCUE!

LOOK, THE TWERP HAS KILLED **HIMSELF** TWICE. EXPECTING HIM TO SAVE US MIGHT BE A LITTLE BIT **OPTIMISTIC.**

Script and Art: Nigel Kitching **Lettering:** Steve Potter

YECCCCH! I'M GETTING PLENTY TIRED OF THIS BEING KILLED STUFF!*

*CHECK OUT CHUCK'S STATUS BOX — MD.

LIVES REMAINING

FROM NOW ON I'M GOING TO BE REALLY CAREFUL. I CAN'T AFFORD ANY MORE... MISTAKES!

SO, CHUCK, YOU'RE NOT QUITE AS DEAD AS WE WERE LED TO BELIEVE.

OH BOY, THIS IS IT!

THIS IS **WHAT**?

THE BIT WHERE THE HERO MEETS THE VILLAIN AND WE HAVE THE CLASSIC STRUGGLE BETWEEN GOOD AND EVIL!

I'D REALLY RATHER NOT, IF IT'S ALL THE SAME TO YOU.

IF YOU DON'T AND PEOPLE FIND OUT, THE EFFECT ON MAX D CAP plc SHARES COULD BE **CATASTROPHIC**.

OH, ALL RIGHT...

C'MON THEN, I'LL TAKE YOU **BOTH** ON!

YEEOOW!

FROOOM!

THAT'S IT! INCINERATE HIM! DESTROY! **DESTROY!** BOY, I **LOVE** THIS ACCOUNTANT LIFE!

QUICK, HE'S DOWN! **GET HIM!**

YOU'RE REALLY ASKING FOR IT, SPORT!

BONK!

COME ON, **COME ON!** DO THE SPEECH I WROTE!

IS IT **ABSOLUTELY** NECESSARY?

YOU WANT TO BE THE ULTIMATE EVIL BEING, DON'T YOU?

OH, I SUPPOSE SO...

NOW, HOW DID IT GO...? 'RESISTANCE IS USELESS YOU PITIFUL CREATURE, I AM MAX D CAP! I AM INVISIBLE!

INVINCIBLE! **INVINCIBLE!** OH, WHY DO I BOTHER?

I'M AWFULLY SORRY ABOUT ALL THIS VIOLENCE, BUT I'M AFRAID IT'S RATHER EXPECTED.

VIOLENCE? I THOUGHT YOU WERE TRYING TO TALK ME TO DEATH!

KKRASH!

CHUCK! YOU HAFF KOM TO SAVE ME, JA?

I WOULDN'T COUNT ON IT.

IT DOESN'T MATTER ANYHOW! THE CLONING EXPERIMENT VAS A **SUCCESS**...

...I HAFF CREATED THE MOST HORRIFYING CREATURE OF ALL!

IT... IT'S **HORRIBLE!**

NOT THAT WAY, YOU DUMMY. YOU'RE LOOKING IN A MIRROR!

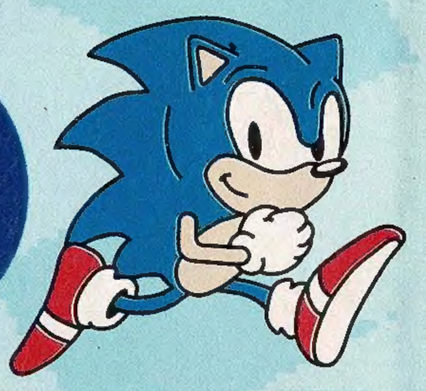
CLONE-O-MATIC

WHAT'S GOING TO HAPPEN NOW?

LET'S FACE IT, THIS MONSTER IS GOING TO TURN OUT TO BE SOMETHING REALLY STUPID, ISN'T IT? AT LEAST THERE'S ONLY ONE WEEK TO GO OF THIS AND THEN WE CAN GET BACK TO RUNNING A SENSIBLE SERIES — MD.

NEXT: SOMETHING REALLY STUPID.

SPEEDLINES

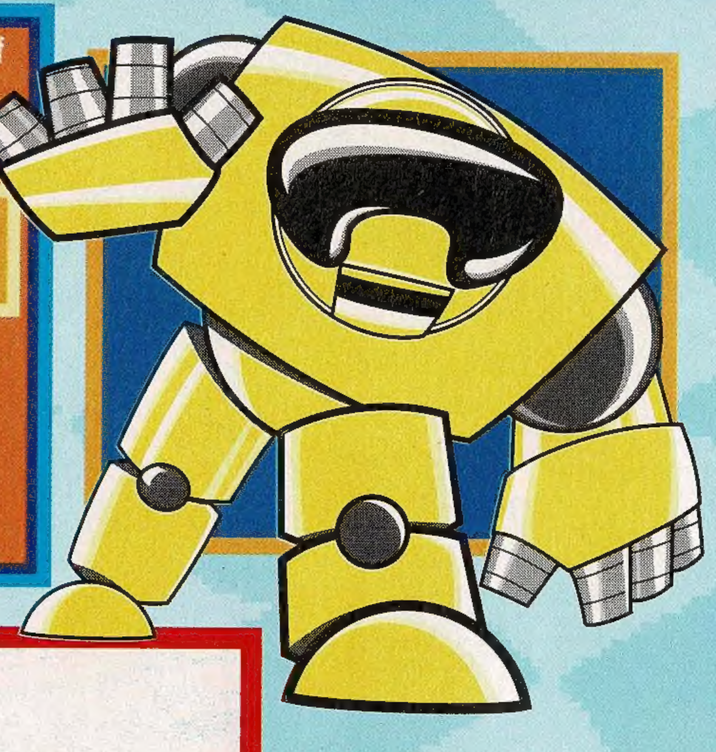


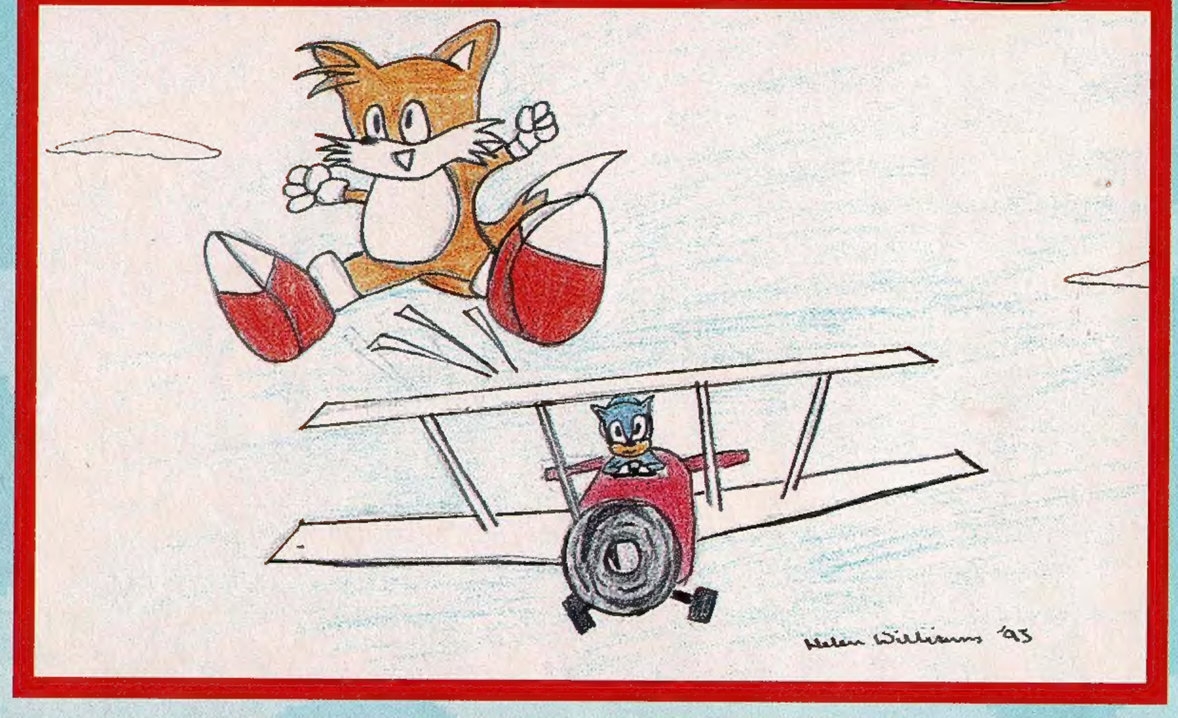
Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.





Helen Williams, Newport, Gwent.
Sonic Water Fun Game Winner.

In Toon!

Dear STC,

I am very curious why Sega have not brought out a Sonic cartoon, including Tails and all the other chums. I am sure it would go down well with children, as it would be fast, exciting and fun to watch. I'm positive other children would agree, so I look forward to seeing them all in a cartoon soon. Also, I think Sonic and Tails are Mega CD (Cool Dudes!)

Ewan Cameron, Larkhall, Lanarkshire.
Sonic Water Fun Game Winner.

Ewan, you psychic hume! The Sonic cartoon series started a few Sundays' back (7 November) on Channel 4, so there's no excuse not to drag your earthly body out of bed bright and early.

Lucy Axford, Calne, Wiltshire. GG Owner.
Sonic Water Fun Game Winner.

Heads I Win!

Dear STC,

This is the fifth time I have written in to ask how old Tails is. I also would like to know why he has two tails and what he was like when he was little. I am desperate to know.

Suzanne Swaile, Falstone, Hexham.
Sonic Water Fun Game Winner.

...And I'm a desperate Megadroid, Suzanne who likes to keep you in suspense! All will be revealed in the not too distant future (hint, hint!)

Wat-Son The Menu?

Dear STC,

I came up with an idea for food called Sega Snacks. I've thought of Johnny's Jumping Gingerbread. Ray's Rhubarb, Robotnik's Rubble Gum, Porker's Pork, Tail's Turnovers, Amy's Apples - and best of all - Sonic's Sizzling Sausage!

Matthew Watson, Formby, Merseyside.Sonic Water Fun Game Winner.

I'll stick to the Megadroid diet of plastic, aluminium, and glass! Any thoughts on Matthew's Meatballs?

Cross-Roads!

Dear STC,

I have a problem which makes me mad - I always miss your comics! My mum won't let me go across the busy road to the newsagents, and she won't take me either. What should I do?

Amanda London, Marble Arch, London.
Sonic Water Fun Game Winner.

Send in your full address for a start! And if possible, use the newsagent closest to your school.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

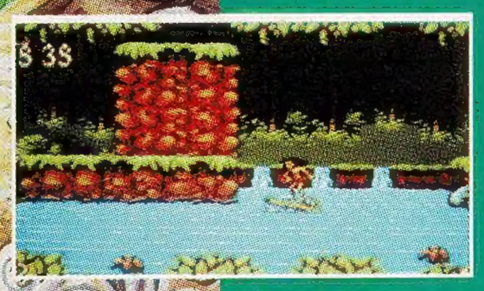
HOW DO YOU RATE ISSUE 14 OF STC?

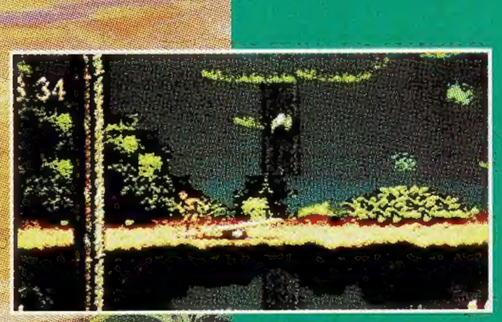
☐ %

Virgin Presents

The Video Game

Walt Disney's CLASSIC The Jungle Book





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